

The diagram illustrates a computer system architecture. At the top, a dashed line labeled 200 encloses the main system components. Inside this enclosure, a large box labeled 204 represents the MEMORY. Within the memory box, there is a stack of horizontal bars, with the top and bottom bars labeled "Game Parameter". A dashed line labeled 202 points to the middle bars of this stack. Below the memory box, a CPU (labeled 206) is connected to the memory via a bidirectional arrow. The CPU is also connected to a NETWORK CARD (labeled 212) via a bidirectional arrow. The NETWORK CARD is connected to a CENTRAL Controller (labeled 224) via a bidirectional arrow. Below the CPU, a vertical line connects to a horizontal bus. This bus is connected to four input/output devices: a SCOREBOARD DISPLAY (labeled 218), a TOUCHSCREEN INPUT (labeled 212), a COIN, CURRENCY OR CARD ACCEPTOR (labeled 216), and a MODEM (labeled 226). A dashed line labeled 220 encloses the CENTRAL Controller and the MODEM. The entire system is labeled FIG. 1 (PRIOR ART) at the bottom.

FIG. 1 (PRIOR ART)

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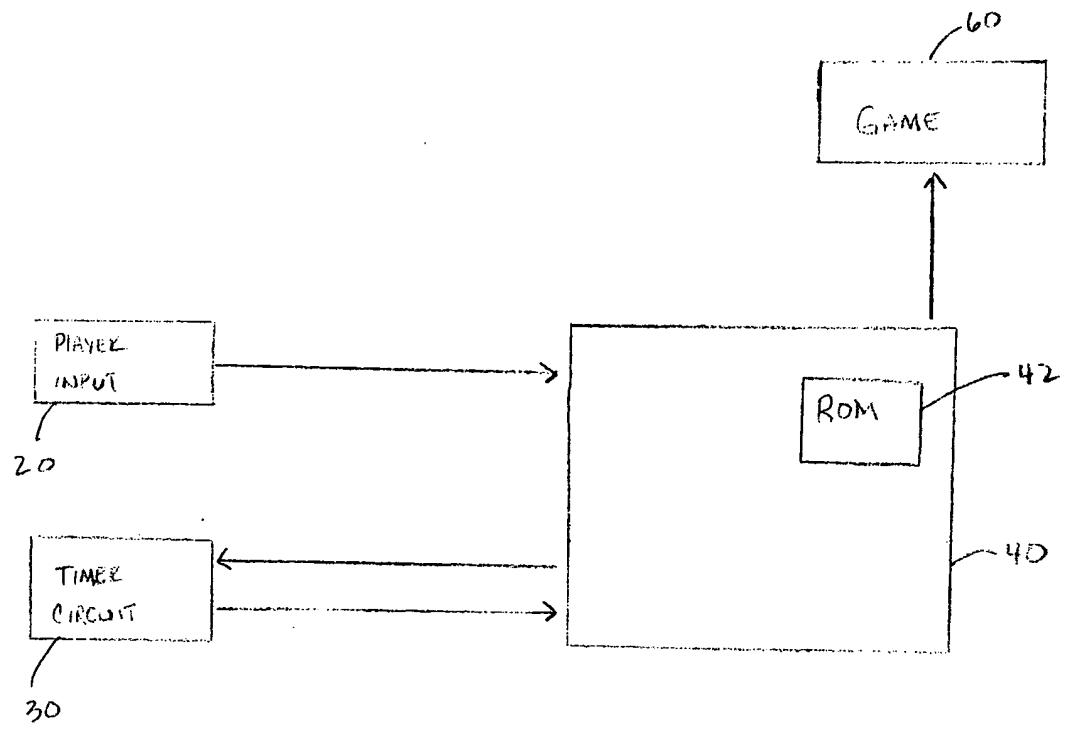


FIG. 3

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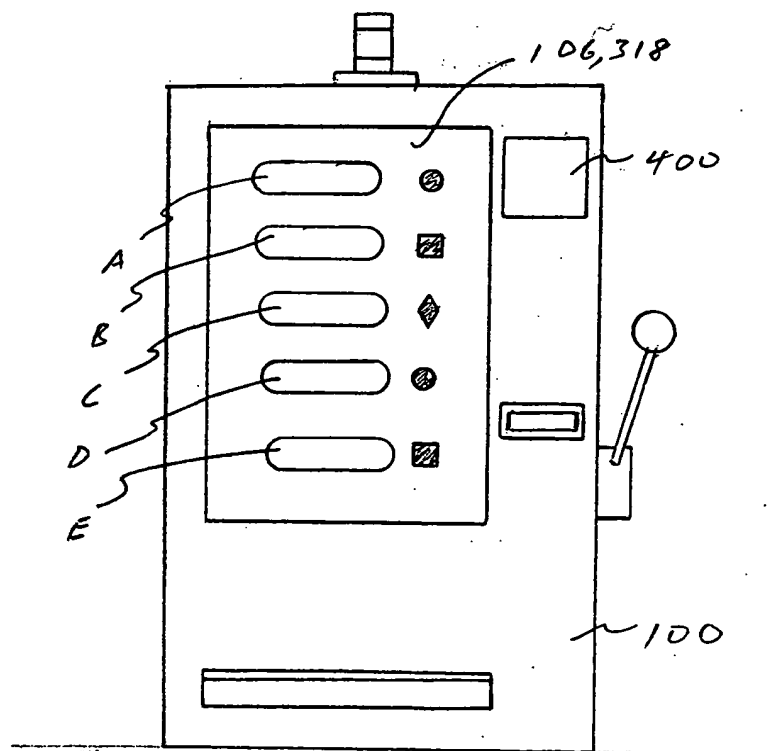
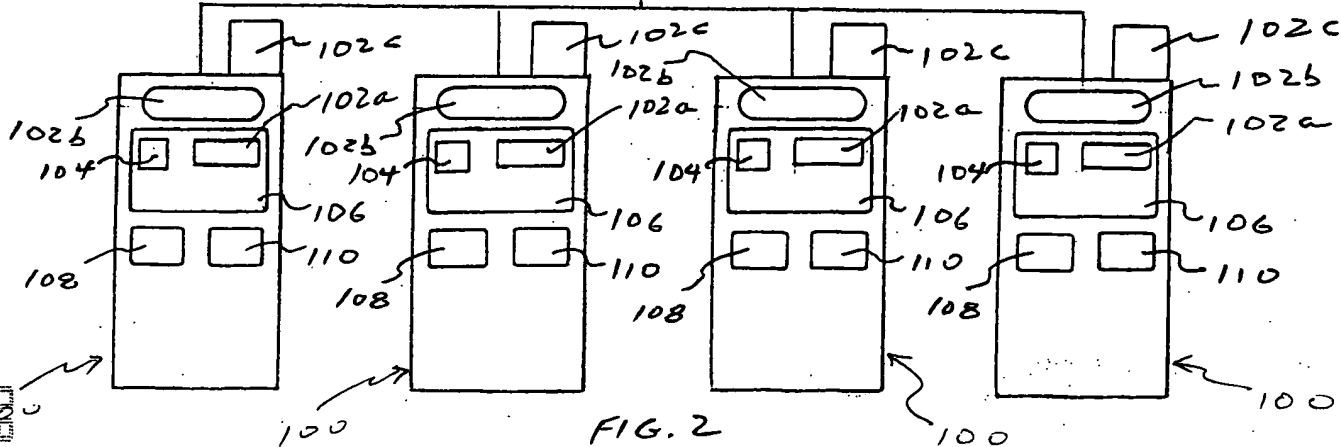
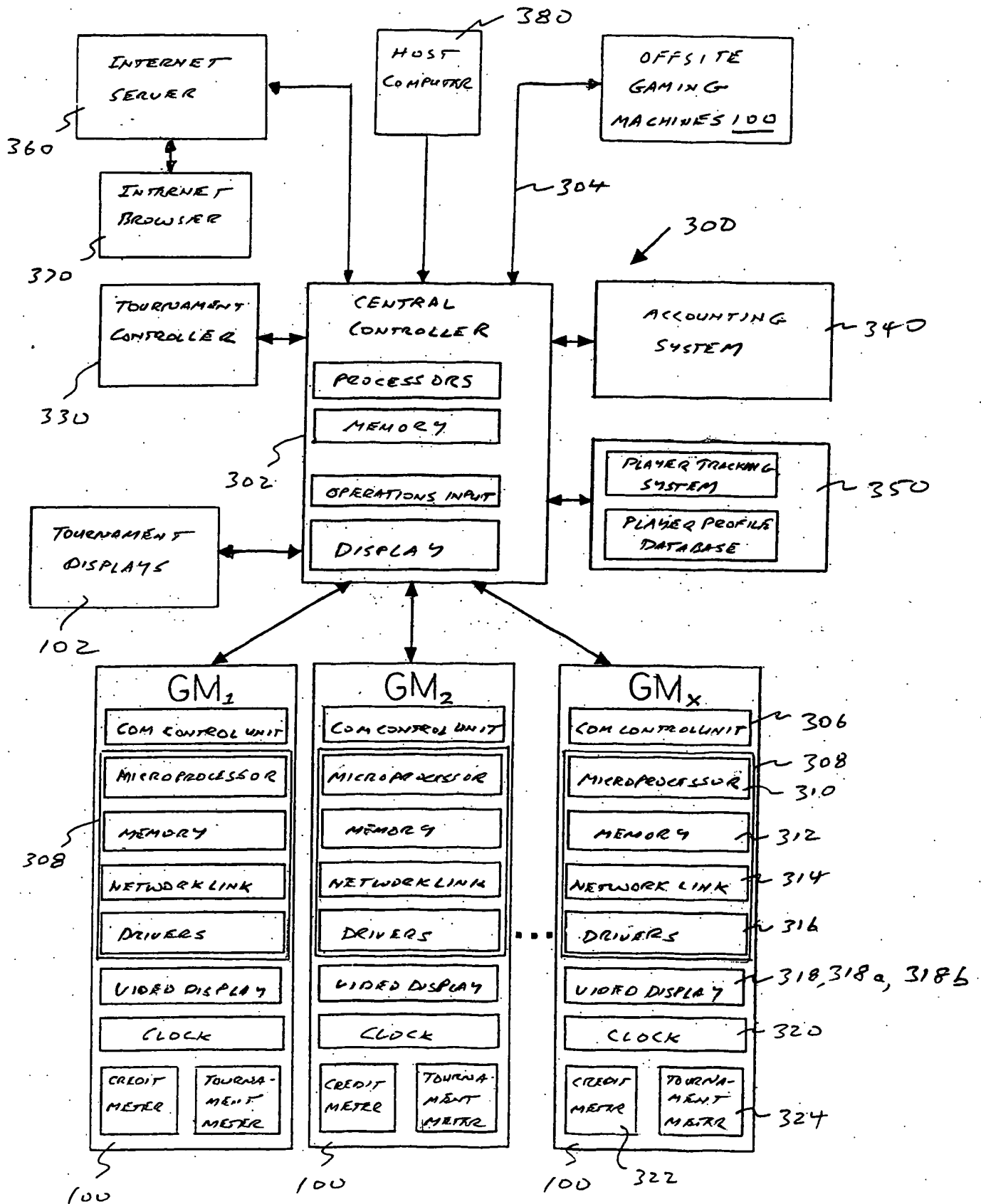


FIG. 2

SECRET



F1 G.4